

Soccer
Mania

SOCCKER MANIA
PC



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COMPLETE CONTROLS

This section describes the different commands required for setting up and playing the game. Three primary controllers are covered and you can set up the buttons/keys for all three any way you like (see *Controller Setup* on p. 9).

GENERAL GAMEPLAY

ACTION	GRAVIS® GAMEPAD PRO™	MICROSOFT® SIDEWINDER™ GAME PAD	KEYBOARD
Move player	D-Pad	D-Pad	Arrow Keys
Pass ball / Passing header / Slide tackle / Run towards ball	Button 1/Red	A	[S]
Longball / Foot-in tackle	Button 2/Yellow	B	[A]
Shoot ball / Shooting header	Button 3/Green	C	[D]
Activate Powerup	Button 4/Blue	X	[W]
Sprint	Button 8/Bottom Left Trigger Right Trigger		[SHIFT]
Switch player / Skill move	Button 7/Bottom Right Trigger Left Trigger		[Q]
Pause game / Start Button	Button 10/ START	START	[SPACEBAR]

SKILL MOVES

While dribbling, press the skill move button to evade a would-be tackler. You can also use the skill move button with the shoot button to make a powerful shot called the **Scorpion Kick**. Press the skill move button and the shoot button at the same time. The soccer player flips the ball in the air and makes a powerful kick.

MENU CONTROLS

ACTION	GAMEPAD PRO	SIDEWINDER	KEYBOARD	MOUSE
Highlight menu item	D-Pad ↑↓	D-Pad ↑↓	Arrow Keys	Move cursor over option
Cycle Options	D-Pad ←→	D-Pad ←→	Arrow Keys	Left-click on arrows
Select highlighted item	Button 1/ Red		[ENTER]	Left-click
Cancel/Return to previous screen	Button 2/ Yellow		[ESC]	Right-click



INTRODUCTION

Life is good in LEGOLAND®. You are about to enter the qualifying rounds for the prized LEGO® Cup. But things could change in a hurry—the mischievous Brickster and his robotic henchmen, the Bricksterbots, are up to their old tricks again, so watch out!

Now it's up to you to assemble your best team of players. Your soccer adventures are sure to take you to faraway places where you'll meet, and play with, the best soccer players in all of LEGOLAND. Where will your ultimate match take you?

Do you have what it takes to make a sliding tackle against an Intergalactic All-Star Attacker on Mars? Freddy Fit, your referee and roving reporter, and all the good people of LEGOLAND are counting on you. So lace up your cleats, strap on your shin pads, and get ready for *Soccer Mania*!



For more info about this and other LEGO products, visit www.lego.com/software/.



For more info about other Electronic Arts™ titles, visit www.ea.com.



NOTE: See enclosed Install Guide for Technical Support information.

QUICK START

Jump right into a match without having to worry about all the setup. This is a one-time game for one or two players.

1. Select QUICK START from the Main menu.
2. Assign your controller(s) (see *Controller Assignment Screen* on p. 18). Press Button 1 to continue.



NOTE: You can also change your team's playing style (see *Playing Style Screen* on p. 18). After choosing your style, select CONFIRM, press Button 1, then move your controller icon back to the team select circle.

3. Press Button 1 to start the game.

SETTING UP THE GAME

You can change certain settings that affect overall gameplay, such as the level of difficulty, the sound volume, and your controller preference. This section covers all of the settings that allow you to customize the game to your liking.

LOAD/SAVE GAME

When you first start *Soccer Mania*, you are prompted to enter a name for saving the game or for loading a previously saved game. Use the D-Pad to highlight an empty slot for saving a name, then cycle through the letters to enter a name. You can also use the keyboard to type in a name. Press Button **1** to save the name.

After this initial save, your progress through the game is then saved automatically.

Use the D-Pad to highlight a saved game, then press Button **1** to load it.

MAIN MENU



QUICK START

This is a one-time, random game for one or two players (see *Quick Start* on p. 5).

EXHIBITION

Like a Quick Start game, but with options that you determine prior to the start of the game. Also for a maximum of two players (see *Exhibition Mode* on p. 15).

STORY

This is the full story mode of *Soccer Mania* where you compete in a variety of tournaments in your quest to find the Brickster and the Qualifying Cup (see *Story Mode* on p. 19).

SKILL ZONES

Testing grounds to help you learn the controls. This is also where you can unlock additional players to expand your team (see *Skill Zones* on p. 23).

LEGO® CUP

Take on the toughest teams from 32 countries around the world (see *LEGO Cup Mode* on p. 21).

OPTIONS

Change the game settings (see *Options Screen* on p. 8).

QUIT TO WINDOWS

Leave *Soccer Mania* and return to Windows.

OPTIONS SCREEN

From the Options screen you can change your settings for Sound, Controls, Graphics, and a whole lot more.



NOTE: Default options are listed in bold type.



SOUND SETUP

Change the volume levels for Music, in-game Sound Effects, and Speech volume in the cut scenes.

- ☛ Use the D-Pad to highlight one of the options and to adjust the volume slider for each option.
- ☛ Press Button **2** when finished to return to the Options menu.

CONTROLLER SETUP

Define your controller or keyboard configuration. All actions can be redefined to whichever buttons you select. Use the D-Pad to scroll through the controller options at the top of the screen. Then press down on the D-Pad to highlight an action and its corresponding button or key. Press Button **1** to change a button or keyboard assignment, then press the new button or key whose name then appears in the selected slot.

Press Button **2** to accept the new button assignments and return to the Options menu.

Highlight the **DEFAULT** option and press Button **1** to reset all buttons or key assignments to their original settings.

GAME SETUP

Use the D-Pad to change the following options on this menu:

DIFFICULTY **EASY/MEDIUM/HARD**

POWER-UPS **ON/OFF**

MATCH LENGTH Change the length of the matches to **4, 6, or 8 minutes**

- ☛ Press Button **2** to accept your changes and return to the Options menu.



ADVANCED GRAPHICS SETUP

Customize the graphics settings to optimize performance on your PC. In addition to selecting your display adapter, you have four options on this screen. Some of these options may be different based on the display adapter being used. Use the D-Pad to change the following options on this menu:

SCREEN MODE

Choose your resolution. The default is **640x480**. Settings are available in 16 or **32-bit** color.

ANTI-ALIASING

Determine how smooth the edges of shapes appear on screen. Higher settings require higher system specifications.

PLAYER DETAIL

Select **LOW**, **MEDIUM**, or **HIGH**, depending on your system specifications. Higher detail settings can slow the game on slower machines.

LEVEL DETAIL

Select **LOW**, **MEDIUM**, or **HIGH**, depending on your system specifications.

- Press Button **2** to accept your changes and return to the Options menu.

LOAD/SAVE SETUP

Use the D-Pad to highlight the options on this menu. Use Button **1** to make your selection.

LOAD OPTIONS

Load any new options that you changed in the Options screen.

SAVE OPTIONS

Save any new options that you changed in the Options screen.

GAME FILES

Load game data, create new game data, or delete existing game data.

PLAYING THE GAME

This section explains the rules of the game, *Soccer Mania* style. It also details what you see on the screen during a game and what you can do during breaks in the action.

RULES FOR SOCCER MANIA

OVERVIEW

Soccer Mania is a fun game loosely based around soccer with six-person teams. To keep the game fast paced and fun, many of the rules of standard soccer that slow matches down, such as throw-ins and free kicks, have been removed.

OUT OF PLAY

The playing field has a plasma wall around its edge. Players can move through the plasma wall, but it will become very obvious that it is not in your best interest to do that. The ball bounces off the wall and always remains in play to ensure that the pace of the game is fast and the play continuous.

RESOLVING DRAWS

If a match ends in a draw, it goes to a Sudden Death period and, if needed, a Penalty Shoot Out.

Once the game has ended in a draw the ball is returned to the center of the field and a period of extra time starts. In Sudden Death, whoever scores first automatically wins the game. If you decide to play a long game, the Sudden Death period is proportionally longer.

If no goals are scored during the Sudden Death period, the game moves toward its nail-biting climax, the Penalty Shoot Out. The winner is the team that has scored the most number of goals out of five attempts. If both teams score the same number of goals after taking five penalties each, then the game moves toward sudden death penalties. Each team steps up and takes a single shot. If one team scores and the other doesn't, the scoring team wins.

LOSING A MATCH

In single player Story mode, you have four choices:

- ⦿ Replay the match against the team that has just defeated you.
- ⦿ Play any of the teams that you have already defeated.
- ⦿ Edit your current team (see *Team Editing* on p. 20)
- ⦿ Quit to the Main menu by pressing Button 2.

GAME SCREEN

There are many different symbols and icons you see on the screen while playing a match or when you pause during a match.

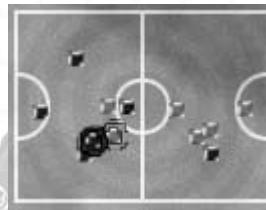


SCOREBOARD AND TIMER

The scoreboard and timer are shown at the top of the screen. The scoreboard is designed around the LEGO® environment in which the match is set. For example, the one shown above is for LEGO Western matches.

The timer is also shown in a design based on the LEGO environment in which the match is set. For example, the Sheriff's badge above gradually changes color throughout the match.

SCANNER



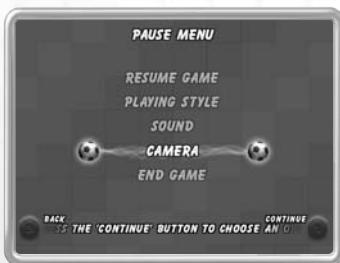
The scanner is a miniature version of the field and gives you information about the position of your team members. It is located in the bottom center of the screen. The shape of the scanner is the same as the shape of the field. The flashing dot shows the ball's position on the field.

POWER-UP INDICATORS

These appear in the bottom left and right corners of the screen and show the power-up currently held by the Home and Away teams. The design of the indicators changes depending on which LEGO® environment the match is set in.

THE PAUSE MENU

The Pause screen appears when you press the Start button during any part of a match.



RESUME GAME

Continue the match.

PLAYING STYLE

Change the formation that your team uses on the field. You cannot swap players' roles (i.e., goalkeeper, striker, etc...) (see *Playing Style Screen* on p. 18).

SOUND

Change settings for sound (see *Sound Setup* on p. 8).

CAMERA

Change settings for the camera angle (see *Camera Screen* below).

END GAME

End the match and return to the menu screens.

CAMERA SCREEN

Choose one of six camera angles from which to view the game.

CAMERA NAME	ANGLE	DISTANCE	HEIGHT
Sideline	Side	Medium	Medium
Sky	Overhead	Far	High
Close-up	End	Near	Low
Wide	Side	Far	Medium
TV	Isometric	Medium	Medium
End	End	Medium	Medium

OTHER GAME MODES

The inhabitants of LEGOLAND® know how to have fun. The name of their game is...well, recreation! So they have lots of ways to play, and that goes for *Soccer Mania*, too! In addition to the Quick Start mode described on p. 5, there are three other ways to play *Soccer Mania*: Exhibition mode, Story mode, and LEGO® Cup mode.

EXHIBITION MODE

An Exhibition match is a one-time game that requires minimal setup and is also designed for one or two players. There are three steps to starting an Exhibition match:

- ➊ Select teams
- ➋ Select field
- ➌ Assign controllers

TEAM SELECTION SCREEN

Use the D-Pad to scroll through the teams that you want to participate in the match, even if one is to be controlled by the computer. You can also choose any custom team you have created, or create an entirely new team. To create or modify a custom team, highlight one of the custom teams and press Button 1. If a team already exists you are prompted to either select this team or edit this team. If not, you are taken to the team creation screen (see *Team Creation* on p. 19).



When you highlight a team button, the team name appears below it.



As you progress through the Story mode (see *Story Mode* on p. 19), additional teams become available to you. These teams are added to the list in Exhibition mode.

The buttons that represent the teams are color coded as follows:

- Bronze – Teams from Story mode The Challenge
- Silver – Teams from Story mode The Chase
- Gold – Teams from Story mode The Race To Space
- Blue – Teams from Story mode Space Showdown
- Green – Player's team from Story mode
- Red – User-created Custom Teams
- Press Button 1 to select a team.

The first team you select is the Home Team, and the second team is the Away Team.

- Press Button 1 to accept your team choices.
- Press Button 2 to cancel your most recent selection.

FIELD SELECTION SCREEN



- Select a playing field by using the D-Pad to scroll between available locations. The background changes to show the selected location.
- Press Button 1 to make your selection and move to the next screen.

As you progress through the Story mode (see *Story Mode* on p. 19), additional fields become available to you. These fields are added to the list in Exhibition mode.

CONTROLLER ASSIGNMENT SCREEN

Just selecting teams does not determine which one you'll represent. You make that choice on this screen. The center column of icons shows the available controllers, one or more depending on the number of controllers attached to your computer. Press left or right on the D-Pad depending on which team you choose to represent. Your final selection is highlighted. Playing style changes start with this screen, but are described in the following section.

PLAYING STYLE SCREEN

- ⦿ After selecting your team in the Controller Assignment screen, press left or right on the D-Pad a second time to highlight the miniature field graphic.
- ⦿ Press Button **1** to open the Playing Style Screen. This is where you determine your team's playing style: **DEFENSIVE**, **BALANCED**, or **ATTACKING**. The field graphic changes to give you a visual idea of the formation.
- ⦿ After selecting the Playing Style, press down on the D-Pad to select CONFIRM, then press Button **1** to continue, or Button **2** to cancel and return to the previous screen.
- ⦿ Move your controller icon back to the team select circle and press Button **1** to continue, or Button **2** to cancel and return to previous screen.

STORY MODE

The story starts with qualifying for the LEGO® Cup, the most important tournament ever played, where you control a team of your choice. If you are skillful enough to win the Qualifying Cup, you win a magnificent trophy. But that isn't the end of Story mode—it's just the beginning! When the mischievous Brickster snatches the prize from your hands, you must embark on a journey to get it back—a journey that takes you to mysterious islands, snowy valleys, medieval castles...and who knows where else.

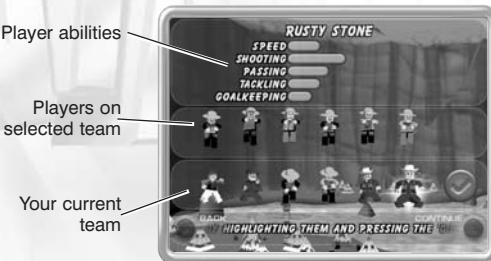
STORY MODE SETUP

There are three steps to starting a Story mode match:

- ⦿ Create and edit teams (see *Team Creation* below and *Team Editing* on p. 20)
- ⦿ Select field (see *Field Selection Screen* on p. 17)
- ⦿ Assign controllers (see *Controller Assignment Screen* on p. 18)

TEAM CREATION

After you select STORY from the Main menu, the Team Creation screen appears. This is where you create a team of six players to take part in the Story mode. Use the D-Pad to scroll through the available teams. More teams appear in this list as you defeat teams in Story mode.



Press Button **1** to select a team and the list of players on that team appears.

Scroll through the players using the D-Pad. As a player is highlighted, his abilities in speed, shooting, passing, tackling, and goal keeping are all displayed. Press Button **1** to add a player to your team. Continue until all six players have been added.

- ◆ You may remove players by selecting the player to be removed and pressing Button **1**.

You are then prompted to name the team. Use the D-Pad to scroll through and choose letters. Press Button **1** when you are finished.



Teams created in Story mode can also be used in the Skill Zones (see *Skill Zones* on p. 23).

You can change the structure of your team between matches in Story mode, replacing teammates with players from new teams that become available as you progress.

TEAM EDITING

After you create a team, you can make changes to it by selecting EDIT TEAM from the next menu. The Edit Team screen is the same as what you see when creating a team. Follow the same instructions for creating a team.

LEGO® CUP MODE

There are five rounds to the LEGO Cup. In the first round there are eight groups of four teams (32 teams). These teams play all the other teams in their group (round robin). At the end, the top two teams from each group qualify for the next round.

From the second round onward, the tournament becomes a single elimination competition: one loss and you're out. The Third Round, or Quarter Finals, is played among the winners of the 16 matches from the second round. The Semi Final round is played between four teams, with the Final round played by the top two teams.

THE LEGO CUP TOURNAMENT SCREENS

TEAM SELECTION

On the first screen you see in LEGO Cup mode, choose which country you want to represent in the Tournament. Use the D-Pad to scroll through all of the teams. Press Button **1** to select a team.

After you select a team, you have the following options:

PLAY NEXT GAME Advance to the Controller Assignment screen (see *Controller Assignment Screen* on p. 18), then into the match.

VIEW RESULTS The Game Results screen shows the points won by each team. The point system awards 3 points for a win and 0 for a loss. There are no draws in LEGO® Cup mode. All games have extra time and a penalty shootout, if necessary, to resolve the outcome.

- Use the D-Pad then press Button 1 to select a particular team for more detailed results.

These same options appear between every match.

The LEGO Cup Groups (First Round) are all played in the Group Stage Stadium, however there are unique stadiums for the Quarter Final, Semi Final, and Final rounds.

If you do not qualify for the next round, you are eliminated from competition. However, if you do qualify, you are presented with a **PLAY NEXT GAME** option.

OTHER LEGO CUP ROUNDS

The LEGO Cup Second Round, Quarter Final, Semi Final, and Final round screens are all similar to each other. They show which teams are remaining and the match-ups.

When you press Button 1, you are taken to your game. At the end of any game, you return to these screens to see the results of all the games. If you qualify, you progress to the next round, except for the final match.

SKILL ZONES

The Skill Zones are where you perfect the key fundamentals of your game, like passing, dribbling, and tackling. There are six zones set in six different wacky LEGO® environments, although you may only progress through them in sequence. After you select a Skill Zone, you must then select a player and a controller assignment in order to begin.

1. GATE CRASHER

Skill Tested: Dribbling

Environment: LEGO City

This starts in the middle of a construction site with the ball at your feet and a circle of security gates all around you. The light on one of the gates starts flashing and a timer on the screen starts to count down. Dribble the ball through the gates in the sequence determined by the flashing red lights and in the time allowed.



If you are successful, don't get too pumped up. The gates reset in greater numbers with each success. They also flash in a random order for each round, so they are always different. Complete all the rounds in the time allotted to unlock a special skills player to add to your team (see *Unlocking Players* on p. 26).



2. CANYON CHAOS

Skills Tested: Shooting

Environment: Desert Fort

You must try to stop Fort LEGOREDO from being built by taking shots at it. Bricks fall from the sky and gradually build up in front of you. And to make things even more difficult, a canyon separates you from the fort.

Delay the fort being built while hitting targets and causing as much damage as you possibly can. Succeed and unlock a special skills player to add to your team (see *Unlocking Players* on p. 26).



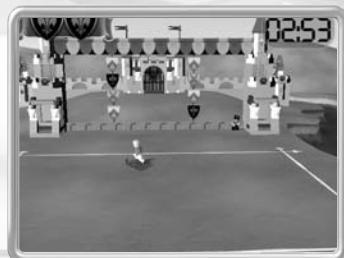
3. SPIN THE SHIELDS

Skill Tested: Passing

Environment: Jousting Field

There are several poles with shields stacked on each one. Each shield has a different design or color. You must match the shields along the bottom row of the poles with shields that appear in the top left corner of the screen.

To do this, pass the ball to the shields which, when hit, spin and pass the ball back to you. The hit shield disappears and the stack of shields moves down. Once the pattern is copied, the shields disappear from the stack and a new series of shields appears. Complete all the sets in the allotted time to unlock a special skills player to add to your team (see *Unlocking Players* on p. 26).



4. MUMMY MADNESS

Skill Tested: Tackling

Environment: Mummies Tomb

Mummies run onto the screen dribbling balls. You must tackle them to get the balls before they reach your friends at the bottom of the screen. When you make a successful tackle, the mummy loses the ball and disappears in a puff of smoke. Certain mummies behave in different ways.

Don't let the mummies reach the end of the tomb, or you won't like the consequences. If you can successfully defend the tomb from the mummies, you unlock a special skills player (see *Unlocking Players* on p. 26).



5. SHOOT THE BOOTY

Skill Tested: Defensive heading

Environment: Pirate Docks

Pirates fire cannon balls from the top of the screen to your piles of gold at the bottom of the screen. You have to intercept the cannonballs with headers, volleys, or body blocks before the gold is destroyed. There are several cannons which start firing as the pirates light them. If all your gold is destroyed, the game is over. Protect the stash to unlock a special skills player to add to your team (see *Unlocking Players* on p. 26).



6. SKILLS AND CHILLS

Skill Tested: Soccer Skills

Environment: Icy Plains

Freddy Fit gives you a series of tasks to undertake in a normal *Soccer Mania* setting. In a limited amount of time, you must execute moves, correctly use power-ups, or score a goal, all against a very skilled team. Survive this “boot camp” to unlock a special skills player to add to your team (see *Unlocking Players* below).



UNLOCKING PLAYERS

As you master each Skill Zone, you unlock an additional player. The player unlocked is then available on the Team Creation screen (see *Team Creation* on p. 19). The skills of the new player reflect the skills practiced in that Skill Zone. For example, the player you unlock in Gate Crasher has excellent dribbling ability.

LEVEL	PLAYER UNLOCKED	SKILL
Gate Crasher	Steve Sixpence	Dribbling/Speed
Canyon Chaos	Shane Sharpshoot	Shooting
Spin the Shields	Sir Pinpoint	Passing
Mummy Madness	Eddie Elbow	Tackling
Shoot the Booty	Horatio Header	Heading
Skills and Chills	Reigel	All-round excellence!

MULTIPLAYER

How do you know how good you are unless you have some friends to prove it against? *Soccer Mania* allows two players in a game, each controlling a unique part of the action.

MULTIPLAYER EXHIBITION MODE

In multiplayer Exhibition mode, friends can play one another on one screen. The game is completely configurable. You can choose to have power-ups or not. There are two different variations:

- ⇒ Head-to-Head
- ⇒ Two-player cooperative

In this multiplayer mode, you have a choice of any of the unlocked playing fields.

MULTIPLAYER STORY MODE

You can connect two controllers, for two people to go through the Story mode together. Both of you play on the same team at the same time against the computer.

Multiplayer in Story mode is a little different than in Exhibition mode. You can choose your team from any of the unlocked play-sets. The players are then assigned at the start of each game.

MULTIPLAYER LEGO® CUP MODE

Multiplayer play in LEGO Cup mode is identical to that of Exhibition mode, with the added benefit of Cup play. Here, you also have two playing options:

- ⇒ Head-to-Head
- ⇒ Two-player cooperative

POWER-UPS

This section describes the available Power-Ups in the game and how they look and work.

POWER-UP TYPES

STEAL THE BALL



Teleport the ball from its current location to your controlled player.

SPEED MONSTERS

Dramatically increase your team's speed.



CONTROLS REVERSE



Reverse the controls of your opponent.

ROCKET BALL



Transform the ball into a rocket that homes in on the opposing goal. The rocket can hit up to two players before it explodes and transforms back into a ball.

BOMB BALL



Transform the ball into a ticking bomb. When the fuse runs out – KABLAM – any nearby opposition players, except the goal keeper, are knocked to their feet.

STRONG MAN



Create an impenetrable field around your controlled player, but only for a short time. The Strong Man player returns to normal after two tackles (or collisions with the opposition). This Power-Up cannot be transferred to another player.

GIMME! GIMME! GIMME!



Steal your opponent's Power-Up if he has one.

LUCKY DIP



Exactly that! It could be anything. After a Power-Up is randomly selected, you still need to activate it by pressing Button 4.

COLLECTING POWER-UPS

Power-Ups on the field are small icons within a little glass box. Collect Power-Ups by running over them. It's that simple!

USING POWER-UPS

Once you collect a Power-Up it appears at the bottom of the screen in the slot allocated to your team. Each team can have only one Power-Up stored at a time. If you wish to collect a different Power-Up you must activate your current one first.

Activate a Power-Up by pressing Button 4.

POWER-UPS IN MULTIPLAYER

Any player can collect a Power-Up, which then appears at the bottom of the screen in the team's Power-Up inventory. Any player can then play a Power-Up whenever they like, so good cooperation is required.

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